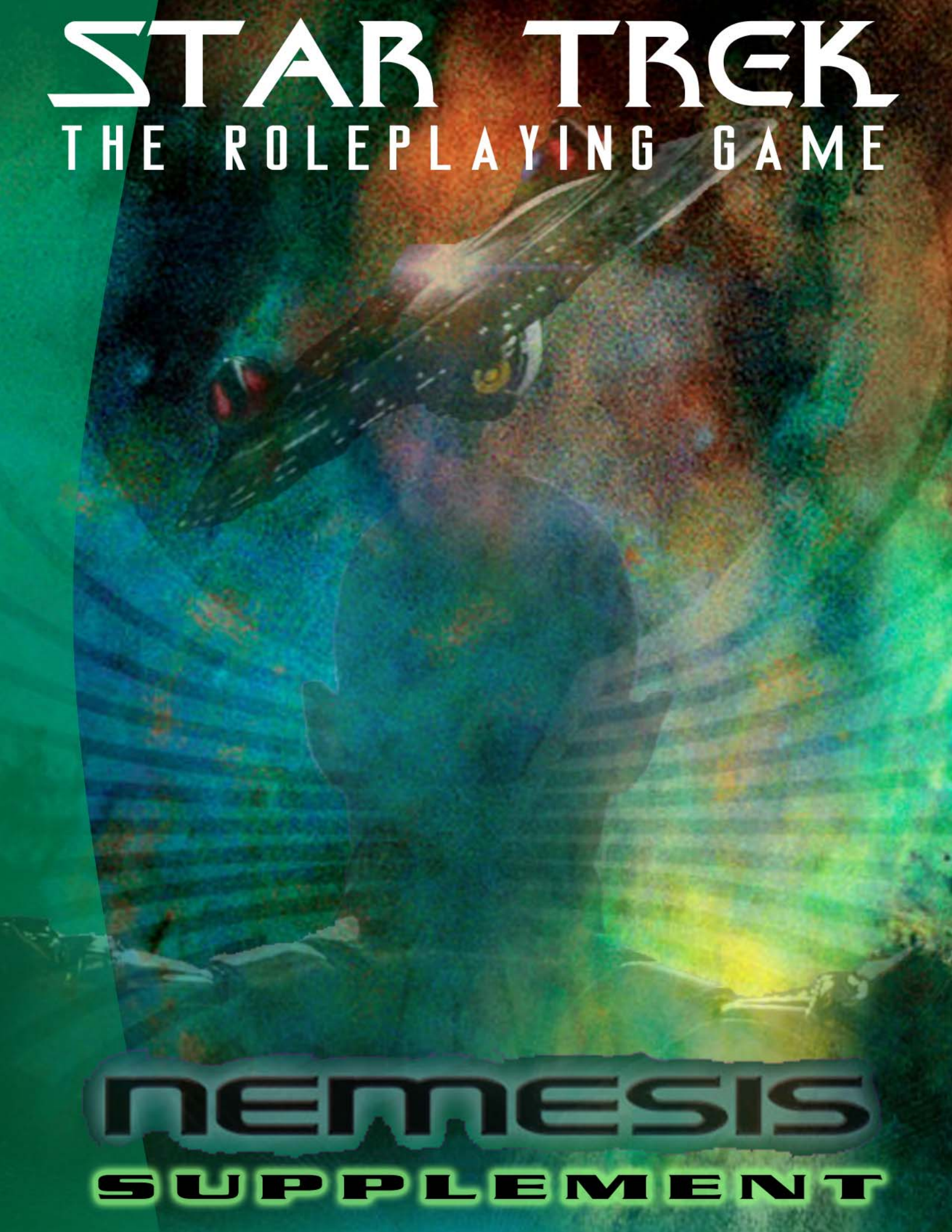
STAR TREK

THE ROLEPLAYING GAME



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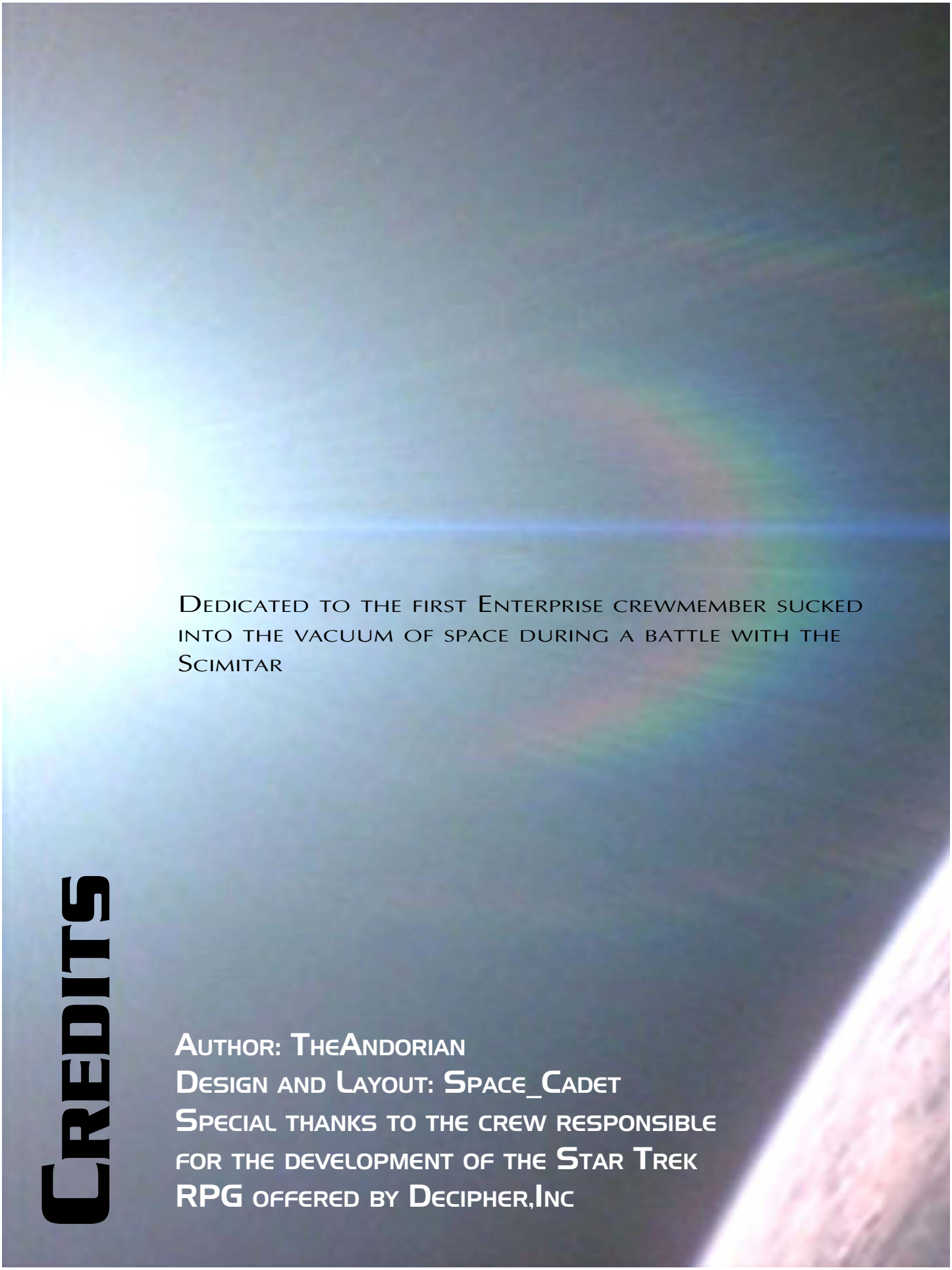

Dedicated to the first Enterprise crewmember sucked into the vacuum of space during a battle with the Scimitar

Credits

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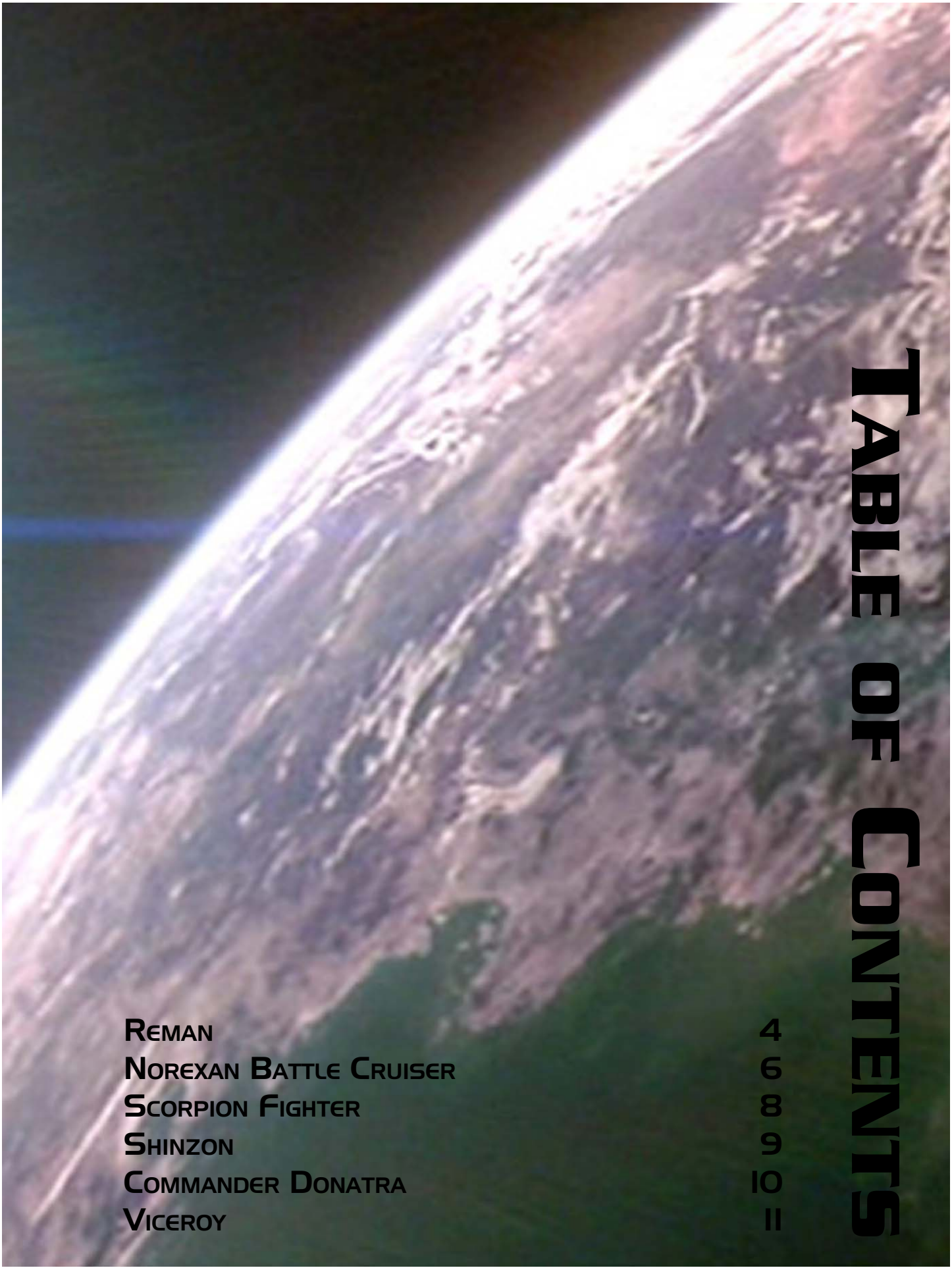
Special thanks to the crew responsible for the development of the Star Trek RPG offered by Decipher,Inc



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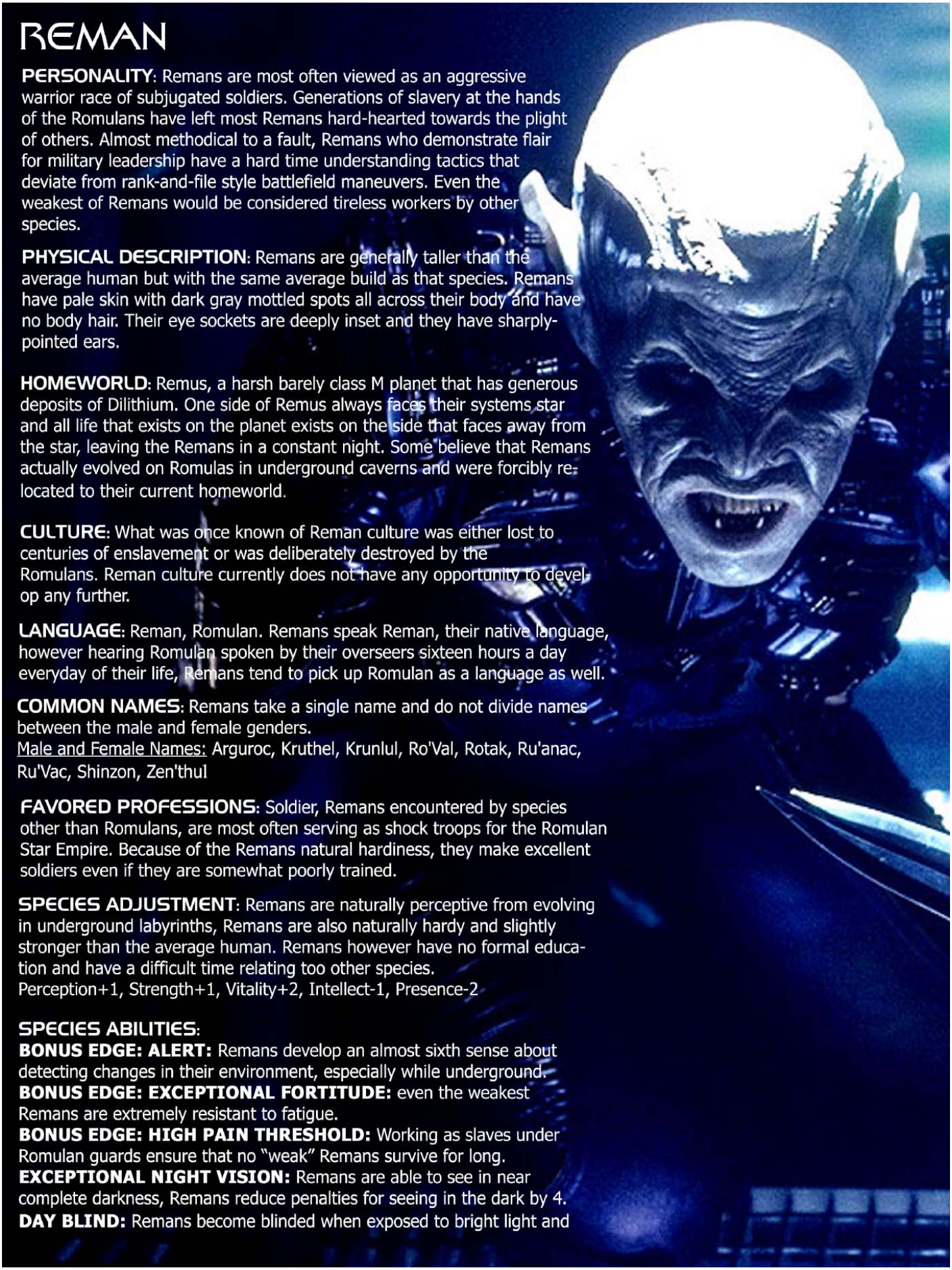
REMAN



PERSONALITY: Remans are most often viewed as an aggressive warrior race of subjugated soldiers. Generations of slavery at the hands of the Romulans have left most Remans hard-hearted towards the plight of others. Almost methodical to a fault, Remans who demonstrate flair for military leadership have a hard time understanding tactics that deviate from rank-and-file style battlefield maneuvers. Even the weakest of Remans would be considered tireless workers by other species.

PHYSICAL DESCRIPTION: Remans are generally taller than the average human but with the same average build as that species. Remans have pale skin with dark gray mottled spots all across their body and have no body hair. Their eye sockets are deeply inset and they have sharply-pointed ears.

HOMEWORLD: Remus, a harsh barely class M planet that has generous deposits of Dilithium. One side of Remus always faces their systems star and all life that exists on the planet exists on the side that faces away from the star, leaving the Remans in a constant night. Some believe that Remans actually evolved on Romulas in underground caverns and were forcibly re-located to their current homeworld.

CULTURE: What was once known of Reman culture was either lost to centuries of enslavement or was deliberately destroyed by the Romulans. Reman culture currently does not have any opportunity to develop any further.

LANGUAGE: Reman, Romulan. Remans speak Reman, their native language, however hearing Romulan spoken by their overseers sixteen hours a day everyday of their life, Remans tend to pick up Romulan as a language as well.

COMMON NAMES: Remans take a single name and do not divide names between the male and female genders.
Male and Female Names: Arguroc, Kruthel, Krunlul, Ro'Val, Rotak, Ru'anac, Ru'Vac, Shinzon, Zen'thul

FAVORED PROFESSIONS: Soldier, Remans encountered by species other than Romulans, are most often serving as shock troops for the Romulan Star Empire. Because of the Remans natural hardiness, they make excellent soldiers even if they are somewhat poorly trained.

SPECIES ADJUSTMENT: Remans are naturally perceptive from evolving in underground labyrinths, Remans are also naturally hardy and slightly stronger than the average human. Remans however have no formal education and have a difficult time relating too other species.
Perception+1, Strength+1, Vitality+2, Intellect-1, Presence-2

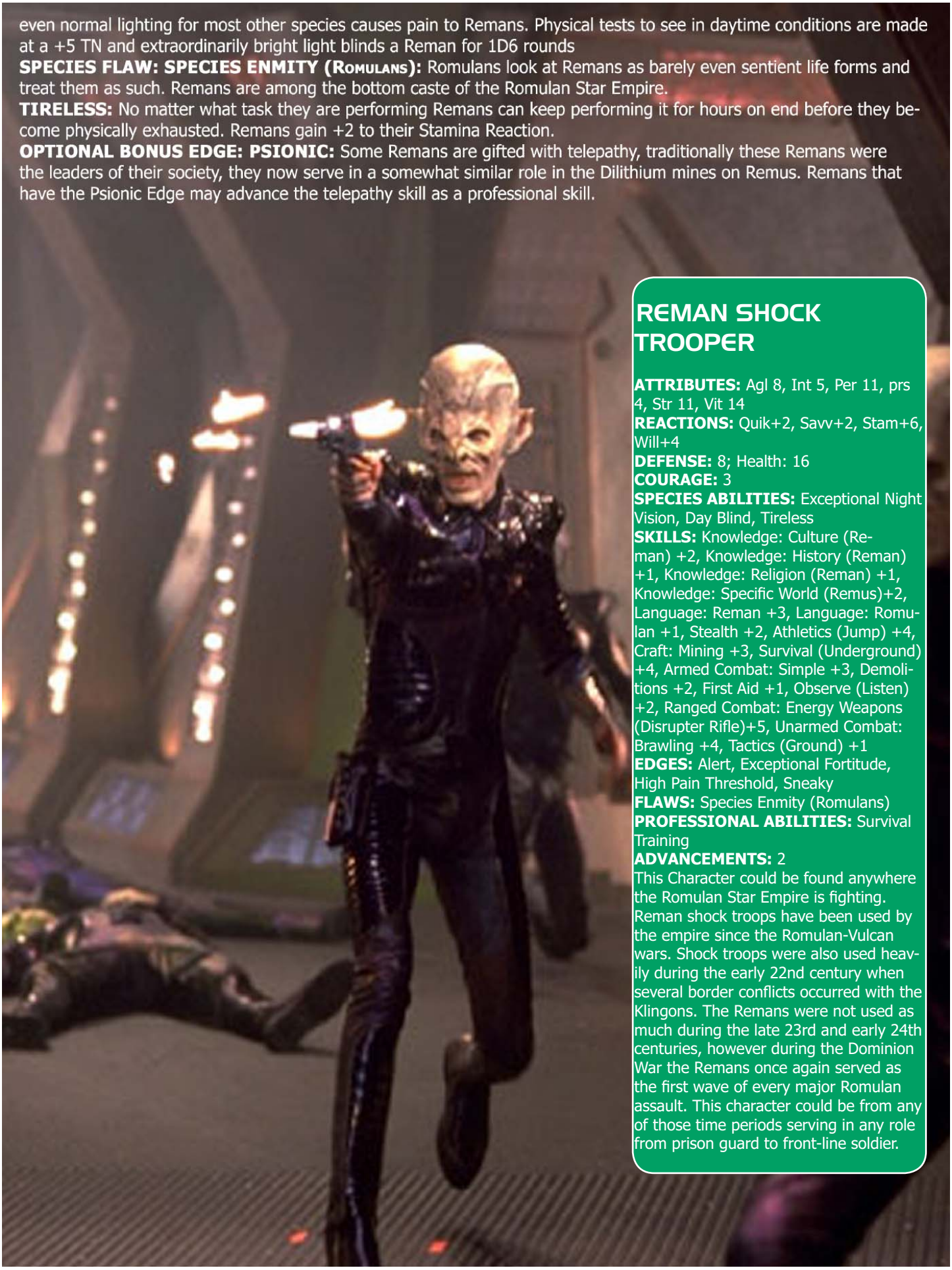
SPECIES ABILITIES:
BONUS EDGE: ALERT: Remans develop an almost sixth sense about detecting changes in their environment, especially while underground.
BONUS EDGE: EXCEPTIONAL FORTITUDE: even the weakest Remans are extremely resistant to fatigue.
BONUS EDGE: HIGH PAIN THRESHOLD: Working as slaves under Romulan guards ensure that no "weak" Remans survive for long.
EXCEPTIONAL NIGHT VISION: Remans are able to see in near complete darkness, Remans reduce penalties for seeing in the dark by 4.
DAY BLIND: Remans become blinded when exposed to bright light and

even normal lighting for most other species causes pain to Remans. Physical tests to see in daytime conditions are made at a +5 TN and extraordinarily bright light blinds a Reman for 1D6 rounds

SPECIES FLAW: SPECIES ENMITY (ROMULANS): Romulans look at Remans as barely even sentient life forms and treat them as such. Remans are among the bottom caste of the Romulan Star Empire.

TIRELESS: No matter what task they are performing Remans can keep performing it for hours on end before they become physically exhausted. Remans gain +2 to their Stamina Reaction.

OPTIONAL BONUS EDGE: PSIONIC: Some Remans are gifted with telepathy, traditionally these Remans were the leaders of their society, they now serve in a somewhat similar role in the Dilithium mines on Remus. Remans that have the Psionic Edge may advance the telepathy skill as a professional skill.



REMAN SHOCK TROOPER

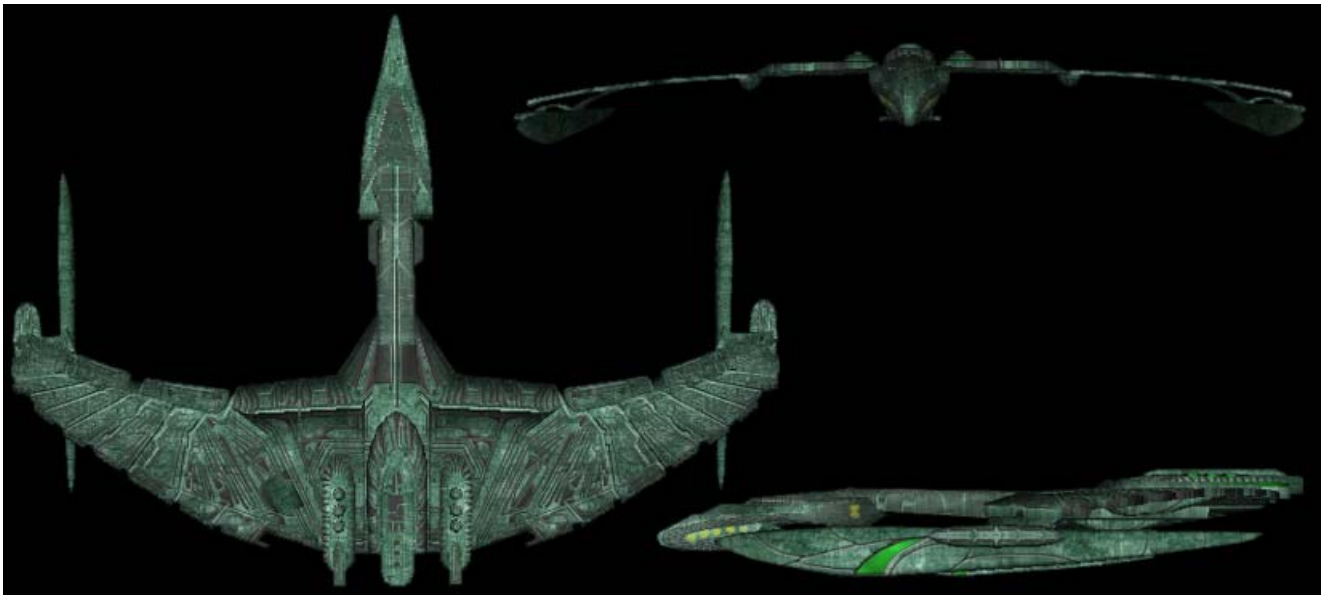
ATTRIBUTES: Agl 8, Int 5, Per 11, prs 4, Str 11, Vit 14
REACTIONS: Quik+2, Savv+2, Stam+6, Will+4
DEFENSE: 8; Health: 16
COURAGE: 3
SPECIES ABILITIES: Exceptional Night Vision, Day Blind, Tireless
SKILLS: Knowledge: Culture (Reman) +2, Knowledge: History (Reman) +1, Knowledge: Religion (Reman) +1, Knowledge: Specific World (Remus)+2, Language: Reman +3, Language: Romulan +1, Stealth +2, Athletics (Jump) +4, Craft: Mining +3, Survival (Underground) +4, Armed Combat: Simple +3, Demolitions +2, First Aid +1, Observe (Listen) +2, Ranged Combat: Energy Weapons (Disrupter Rifle)+5, Unarmed Combat: Brawling +4, Tactics (Ground) +1
EDGES: Alert, Exceptional Fortitude, High Pain Threshold, Sneaky
FLAWS: Species Enmity (Romulans)
PROFESSIONAL ABILITIES: Survival Training
ADVANCEMENTS: 2

This Character could be found anywhere the Romulan Star Empire is fighting. Reman shock troops have been used by the empire since the Romulan-Vulcan wars. Shock troops were also used heavily during the early 22nd century when several border conflicts occurred with the Klingons. The Remans were not used as much during the late 23rd and early 24th centuries, however during the Dominion War the Remans once again served as the first wave of every major Romulan assault. This character could be from any of those time periods serving in any role from prison guard to front-line soldier.

NOREXAN-CLASS BATTLECRUISER

Battle Cruiser, Commissioned: 2375

ROMULAN



HULL DATA

STRUCTURE: 40
SIZE/DECKS: 8/20
LENGTH/HEIGHT/BEAM: 665/80.7/666.3
COMPLEMENT: 560

OPERATIONAL DATA

ATMOSPHERE CAPABLE: NO
TRANSPORTERS: 5 STANDARD, 5 EMERGENCY
CARGO UNITS: 80
SHUTTLEBAY: 2 A
SHUTTLECRAFT: 16 SIZE WORTH
TRACTOR BEAMS: 1 FV, 1 AD, 1 AV
SEPARATION SYSTEM: NO
CLOAKING DEVICE: CLASS 4 (RATING 24)
SENSOR SYSTEM: CLASS 4 (+4/E)
OPERATIONS SYSTEM: CLASS 4 (E)
LIFE SUPPORT: CLASS 3R (DD)

PROPULSION DATA

IMPULSE SYSTEM: CLASS 4 (.95C) (D)
WARP SYSTEM: TYPE 5C6 (5/8/9.6) (D)

TACTICAL DATA

DISRUPTOR BANKS: RPFD-4 (X4/E)
PENETRATION: 6/5/5/0/0
TORPEDOES: RPT-5 PLASMA (X2/E)
PENETRATION: 7/6/5/4/3
DEFLECTOR SHIELD: FSQ (D)
PROTECTION/THRESHOLD: 17/4

MISCELLANEOUS DATA

MANEUVER MODIFIERS: +1C, +1H, +3T

Mission

Soon to become the empire's main tool in protecting its core systems, the Norexan-Class warbird was borne out of the empire's need to confront the ever-increasing threats to its security. Designed to support a vast array of military orientated profiles, both offensive and defensive, the Norexan-Class has quickly become the weapon of choice for implementing imperial policy within its own territory. Deployed to compliment the larger D'deridex –Class during the Dominion war, the Norexan-Class has since settled into a role of pirate intervention and counter-insurgency. Taking into consideration its powerful sensor arrays and formidable weapons arrays the Imperial Senate has approved of expanding the classes mission profile to include many of the same tasks carried out by the D'deridex-Class in an attempt to ease the burden carried by these aging behemoths.

Features

The Norexan-Class warbird has quickly became a favorite amongst the admiralty within the empire because of its ability to carry out the hit-and-run attacks of old, a feat the D'deridex class never truly had the finesse to achieve with any great success. For its size the Norexan-Class is one of the most maneuverable vessels in known space. In classic Romulan design the Norexan-Class resembles an intimidating predatory bird adding to the psychological effects of a ship constructed for the purpose of waging war. The designers of the Norexan-Class learned from, and in many ways built upon the knowledge gained from the D'deridex-Class. Armed with four primary focus disruptor arrays and two forward-facing plasma torpedo tubes the Norexan-Class can bring a withering hail of firepower down upon any enemy. A favored tactic of its commanders is to engage an enemy vessel head-on where the class is able to take advantage of its cloaking device, weapons systems and respectable shield grid.

The Norexan-Class uses an artificially created quantum singularity for its warp drive that is able to propel the ship along at a cruising speed of warp 5. The ship employs the same cloaking device as the D'deridex-Class, thus making the ship vulnerable to being detected by the Tachyon emissions its warp engines gives off.

Background

With the looming threat of the Dominion, and the increasing possibility of a Borg cube reaching Romulas itself, the senate approved plans for a smaller more easily constructed warbird. The design process began in 2367 and a little over eight years later the Norexan had finished construction and had taken its place amongst the imperial fleet. The class served with distinction during the last year of the Dominion war, taking part in every major Romulan offensive. The class accounted for 237 destroyed or damaged enemy ships, an incredible show of force for the then 24 Norexan-Class ships that were in commission, even more incredible is that not a single Norexan-Class ship was destroyed by the enemy during the war. After the Dominion war came to a close the senate, based upon the classes all ready exemplary service, ordered the construction of a further 36 ships to be built over an eight year period ensuring that the Norexan-Class would continue to enforce romulan imperial policy into the 25th century.

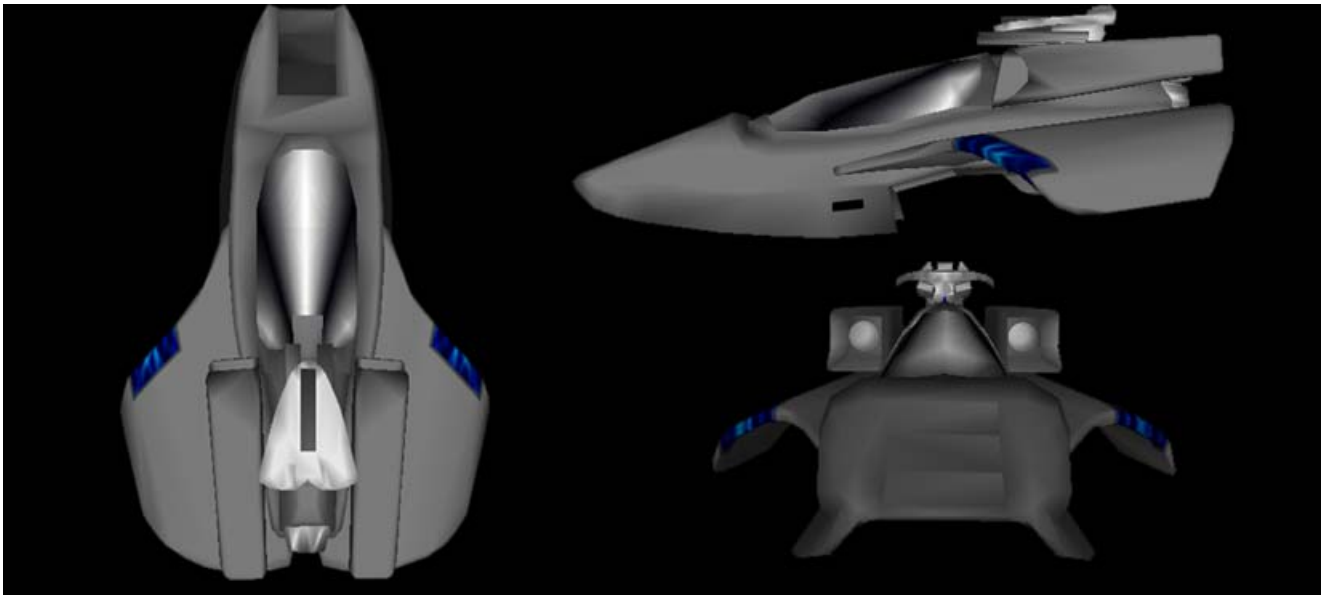
Ships In Service

Name	Registry	Notes
Alaxaria	I.R.C. 2053	Responsible for the destruction of eight Orion pirate ships near Goluris
Khalaza	I.R.C. 2080	Destroyed Jem'Hadar warship near Betazed in 2375
Norexan	I.R.C. 2050	Prototype; Destroyed two wings of Jem'Hadar attack ships in Klingon Space near end of Dominion war
Sullus	I.R.C. 2068	Commander Thei's warbird; destroyed by the Reman warbird Scimitar
T'Gaius	I.R.C. 2056	Escorted U.S.S. Bellerophon through the neutral zone in 2375
Testrix	I.R.C. 2062	Destroyed a Ketracel-White facility near the Chin'toka system
Valdore	I.R.C. 2065	Commander Donatra's warbird; helped the U.S.S. Enterprise defeat the Reman warbird Scimitar

SCORPION-CLASS FIGHTER

Fighter, Commissioned: 2374

ROMULAN



HULL DATA

STRUCTURE: 5
SIZE/DECKS: 1/1
LENGTH/HEIGHT/BEAM: 7/2.5/4.5
COMPLEMENT: 2 (1 PILOT, 1 WEAPON SYSTEMS OFFICER)

OPERATIONAL DATA

ATMOSPHERE CAPABLE: YES
TRANSPORTERS: NO
CARGO UNITS: 1
SHUTTLEBAY: NO
SHUTTLECRAFT: NO
TRACTOR BEAMS: 1 FD
SEPARATION SYSTEM: NO
CLOAKING DEVICE: NO
SENSOR SYSTEM: CLASS 1 (+1/B)
OPERATIONS SYSTEM: CLASS 1 (B)
LIFE SUPPORT: CLASS 1 (B)

PROPULSION DATA

IMPULSE SYSTEM: CLASS 5 (.95C) (BB)
WARP SYSTEM: TYPE 1C (3/4/5) (BB)

TACTICAL DATA

DISRUPTOR BANKS: TYPE I (A)
PENETRATION: 2/2/2/0/0
DEFLECTOR SHIELD: FSQ-2 (CC)
PROTECTION/THRESHOLD: 14/1

MISCELLANEOUS DATA

MANEUVER MODIFIERS: –1C, +4H, +1T
TRAITS: NIMBLE

Mission

The Scorpion-Class fighter is a multi-purpose fleet interceptor. Normally operating in wings of four craft, the Scorpion is able to provide adequate protection for its base of operations. The Scorpion is most often deployed on Norexan-Class cruisers and Romulan starbases, although more than a few are assigned to planet-bound bases. These Scorpions act as both atmospheric fighter and space-capable interceptor. Scorpions assigned to Reman crews often have a much narrower range of missions. Reman Scorpions are mostly used as ground-support attack craft that helps clear the way for Reman assaults.

Features

The Scorpion-Class fighter is a two-seat warp capable, weapons platform. The Scorpion features a large capital grade disrupter array that provides overwhelming firepower when operating in wings. The Scorpion is capable of tremendous speeds at sub-warp, making it an elusive target. The life support and operations systems have numerous auxiliary systems allowing the crew to operate without the need for EVA suits. The Scorpion is equipped with a sensor system that allows for quick targeting of enemy vessels. The Scorpions shield grid provides decent protection for its size.

Background

The first scorpions were completed in mid-2374 and were assigned to D'deridex-Class warbirds. Shortly after this initial deployment the Scorpions were involved in a border dispute with the Tholians. The Romulan fleet that meet the Tholians in battle was badly damaged and most of the ships were unable to recover their fighters. Squadrons of fighters were left behind until relief could arrive at their location. By the time Relief showed up many of the Romulans who made up the crews of these Scorpions were dead. After that the senate approved a new schematic for the Scorpion incorporating a warp drive.

During the Dominion war Scorpion-Class fighters were involved in nearly every Romulan engagement. Reman Scorpions plagued Cardassian shipping lanes during the war, accounting for nearly as many ships destroyed as the Norexan-Class cruisers that carried these Scorpions into battle. Reman Scorpions also helped ensure success in the many Reman ground assaults that took place during that war.

After the Dominion War Reman squadrons were relegated to planet-bound duties and many Reman crews were forced into returning to the Dilithium mines on Remus. In 2379 a number of the remaining Reman squadrons aided Shinzon in his plot to overthrow the current government on Romulas, and a number of these craft were on the Scimitar when it was destroyed.

Reman Scorpion

Typically Remans are issued Scorpions that were amongst the first produced, and the Scorpions that are assigned as replacements are built in the same manner. For Scorpion-Class fighters assigned to Reman squadrons make the following adjustments.

-Remove the Type 1C warp drive
-Increase the cargo units to 2
-Increase the shield grid threshold by 1

Ships In Service

Individual ships are most often named by their pilots, Romulans favor naming their Scorpions after loved ones while Remans favor naming theirs after the many beasts that stalk the mines on Remus. Squadrons are universally named after the location on the home planet of the majority of the crewmembers, such as a city in the case of Romulans or a specific section of the dilithium mines in the case of the Remans.

Shinzon

SPECIES: Human
SPECIES ABILITIES: Adaptable, The Human Spirit, Skilled

ATTRIBUTES: Agl 8(+1) Int 11(+2) Per 8(+1)
Prs 10(+2) STR 8(+1) Vit 10(+2)

REACTIONS: Quik +2 Savv +3 Stam +4 Will +2

PROFESSION(S): Soldier

PROFESSIONAL ABILITIES: Favored Weapon (Armed Combat: Simple (Knife)), Evasion, Survival Training, Battle Hardened, Ground Tactics, Combat Leader

DEFENSE: 7

ADVANCEMENTS: 52
SKILLS: Culture (Reman, Romulan)+4, History (Reman)+1, Politics (Reman, Romulan)+2, Specific World (Remus, Romulas)+4, Language: Federation Standard+6, Language: Reman+6, Language:Romulan+4, Unarmed Combat: Brawling+9, Athletics+5, Craft: Mining+7, Survival (Underground)+8, Armed Combat: Simple (Knife)+9, Ranged Combat: Energy Weapons (Disrupter Rifle)+6, First Aid+6, Observe (Spot)+7, Repair+3, Tactics (Ground)+9, Demolitions+3, Inquire+4, Investigate (Research)+3, Life Science (Bioengineering, Biology, Genetics)+5, Persuade+4, Medicine+1, Negotiate+2, Impersonate+2

EDGES: High Pain Threshold, Species Friend (Remans), Thinker, Command 2, Night Vision, Exceptional Fortitude, Contacts 3 (Romulan Star Navy; Administration), Ally 2 (The Viceroy), Promotion 5

FLAWS: Slow Healing, Reckless, Degeneration*

HEALTH: 12 **COURAGE:** 6 **RENOWN:** 30

BACKGROUND: Cloned From Jean-Luc Picard on Romulas, spent early childhood training to replace Jean-Luc Picard, Sent to the Dilithium mines on Remus at a young age, Commanded Reman troops in several key battles in the Dominion War (2375), Became Preator of the Romulan Star Empire in a coup (2379)

**Degeneration: Starting in October of 2379, Shinzon's DNA starts a rapid degeneration that will kill him if he does not receive a full DNA transplant from Jean-Luc Picard.*
In game terms starting in October, 2379 Shinzon must make a TN 15 Stamina reaction test every other day. If he fails the test subtract the number he failed by from his Vitality Attribute, once his Vitality reaches 0 he dies. If Shinzon passes the test then he does not lose any Vitality, however he does not gain back any either. The only way to stop the Degeneration effect is for Shinzon to receive a DNA transplant from Jean-Luc Picard (this procedure kills Picard). Once Shinzon makes his first test he cannot raise his Vitality through any means unless the DNA transplant occurs

Commander Donatra

SPECIES: Romulan

SPECIES ABILITIES: The Discipline of D'era, Glory, Surveillance

ATTRIBUTES: Agl 8(+1) Int 8(+1) Per 10(+2) Prs10(+2) Str 8(+1) Vit 8(+1)

REACTIONS: Quik +2 Savv +4 Stam +2 Will +4

PROFESSION(S): Starship Officer (Command)

PROFESSIONAL ABILITIES: Starship Duty, Starship/Starbase Protocols, Intrepid, Commanding Presence, Starship Tactics, Capable, Insight, Universal Renown, Command, Anticipate Opposition

DEFENSE: 8

ADVANCEMENTS: 35

SKILLS: Culture (Romulan)+7, History (Romulan)+5, Politics (Romulan)+5, Specific World (Romulas)+5, Language: Romulan+6, Influence (Charm)+5, Negotiate (Mediate)+6, Persuade (Oratory)+7, Administration (Romulan Star Navy)+6, Computer Use (Retrieve)+4, Ranged Combat: Energy Weapons (Disrupter Pistol)+3, Repair+3, System Operation (Command)+5, Tactics (Space)+5, Unarmed Combat: Self-Defense+2, Law (Romulan)+5, Athletics+2, Survival+3

EDGES: Keen Hearing, Promotion 5 (Commander), Command 2 (Captain of the Valdore), Ally 2 (Commander Thei), Contacts 2 (Romulan Star Navy; Administration), Innovative 2, Shrewd, Wealth 4

FLAWS: None

HEALTH: 9 **COURAGE:** 3 **RENOWN:** 24

BACKGROUND: Born on Romulas in 2351, Commissioned an officer in the Romulan Star Navy (2368), Served on the Harax (2368-2374), Captain of the Valdore (2375-present)

The Viceroy

SPECIES:Reman

SPECIES ABILITIES: Exceptional Night Vision, Day Blind, Tireless

ATTRIBUTES: Agl 8(+1)Int 9(+1)Per 9(+1)Prs 6(+0)
STR 11(+2)Vit 12(+3)Psi 10(+2)

REACTIONS: Quik +1 Savv +2 Stam +5 Will +3

PROFESSION(S): Soldier (Adept)

PROFESSIONAL ABILITIES: Evasion, Survival Training, Impenetrable Mind, Battle-Hardened, Mind Over Body, Combat Leader

Defense: 8

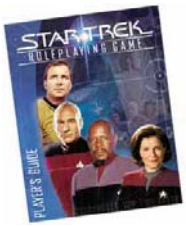
ADVANCEMENTS: 48
SKILLS: Culture (Reman)+6, History (Reman)+3, Politics (Reman)+5, Religion (Reman)+5, Specific World (Remus)+6, Language: Reman+6, Language: Romulan+4, Stealth+2, Craft: Mining+7, Demolitions+1, Influence+4, Armed Combat: Simple(Staff)+3, Athletics+2, Ranged Combat: Energy Weapons (Disrupter Pistol)+4, First Aid+6, Observe (Listen)+4, Repair+1, Survival (Underground)+5, Tactics (Ground)+4, Unarmed Combat: Self-Defense+5, Inquire+3, Investigate+3, Life Science (Genetics, Microbiology)+2, Streetwise+2, Telepathy+8, Mind Shield+4, Mind Control+4, Empathy+2

EDGES: Alert, Exceptional Fortitude, High Pain Threshold, Psionic, Promotion 4, Ally 3 (Shinzon), Contacts 3 (Reman Underground; Streetwise), Dodge, Sherpa, Psionic Focus (Telepathy), Psionic Focus (Mind Control)

FLAWS: Species Enmity (Romulans), Easily Distracted

HEALTH: 14 **COURAGE:** 3 **RENOWN:** 17

BACKGROUND: Born on Remus, Worked in the dilithium mines on that planet, Protected Shinzon as a child, Lead a contingent of Reman shock troops during the Dominion War (2375), Plotted with Shinzon to seize control of the Romulan Star Empire, Became Shinzon's Viceroy (2379)



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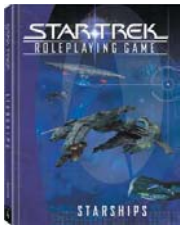
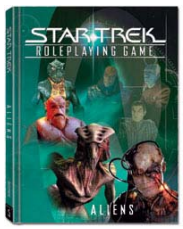


This invaluable sourcebook for the Star Trek RPG is also a great reference book for all lovers of Star Trek starships. This fourth full-color hardcover for the role-playing game provides tactical, propulsion, hull, and operational data, as well as features, background, and a ships in service listing on over 40 classes of starships, including warships, freighters, cruisers, shuttles, and more. Covered in their own sections are the starships of Starfleet, the Klingons, the Romulans, and the Cardassians. Additionally, there are over 40 pages covering other vessels of the Borg, Breen, Jem'Hadar, Ferengi, Species 8472, and more. A true encyclopedic reference tome not to be missed.



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WITNESS THE VICTORY OF THE ECHO OVER THE VOICE- SHINZON

A military coup led by a mysterious figure draws the crew of the USS Enterprise to the heart of the Romulan Empire and pits them with a deadly nemesis...

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